LIAUG Light house

January 1991
Volume 7 No 1

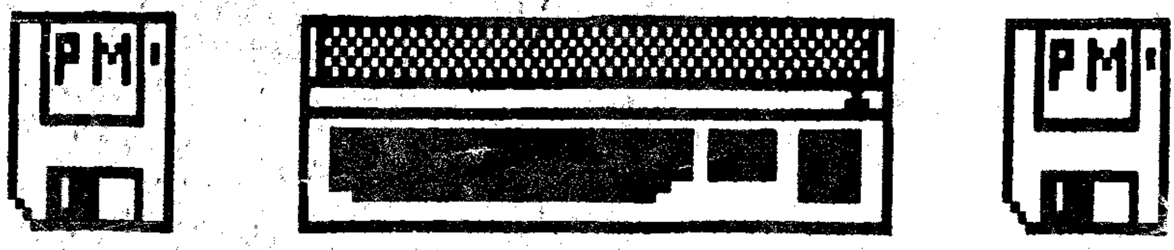
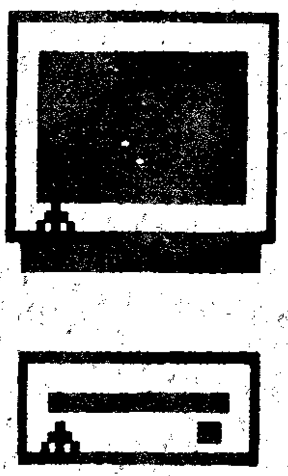
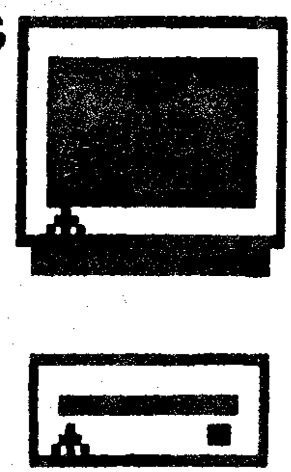
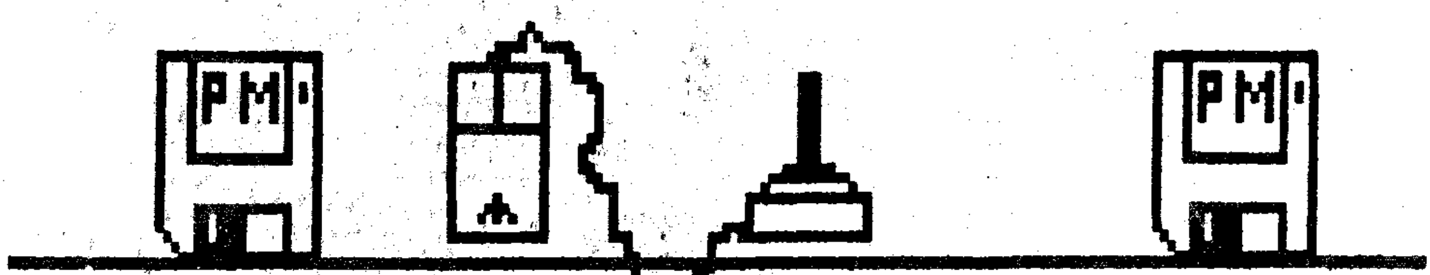


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Long Island Atari User Group

P.O. Box 92
Islip, NY 11751
BBS Phone # (516) 221-8462

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AUA
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UGAP

SUPER 3D PLOTTER II

By: R. Constan c 1985

★ ★ BEYOND BELIEF! ★ ★

If you have any interest in 3D computer animation and image design, get ready to watch your so-called *"game machine"* *out-perform* every 8-bit machine on the market today! SUPER 3D PLOTTER II is a complete 3D image design, display, and animation package for your Atari computer. Thanks to some new and very powerful "natural" algorithms developed by Elfin Magic, detailed hi-res images can be rotated and maneuvered at an amazing projection rate of 3 to 6 screens per second! This is the kind of animation that was considered impossible for an Atari. Believe it!! THIS PROGRAM ALLOWS MORE REAL TIME CONTROL THAN *ANY* CURRENTLY AVAILABLE 3D SYSTEM FOR ANY 8 BIT MACHINE. SUPER 3D PLOTTER II *also contains two full-featured, memory-resident editors:* Enter your images via numeric data, or right on the screen with a joystick! Here are just *some* of the truly amazing features of this package.

- UNSURPASSED 3D PROJECTION SPEED
- TRUE HIDDEN SURFACE ELIMINATION AND SOLID (COLOR-FILL) PROJECTION.
- SUPER HI-RES PRINTOUT TURNS YOUR DOT-MATRIX PRINTER INTO A PEN PLOTTER!
- PRICE: ONLY **$29.95**
  N.Y. RESIDENTS ADD SALES TAX
- 2 EXTENSIVE EDITORS, PACKED WITH UTILITIES, FOR ULTIMATE DESIGN FLEXIBILITY.
- EASY DISK FILE SAVING, LOADING AND *MERGING* OF IMAGES.
- SCREEN "OVERLAY" AND "SAVE" FEATURES FOR INFINITE IMAGE EXTENSION, AND TOTAL COMPATIBILITY WITH MOST DRAWING PROGRAMS.

Don't be fooled by the low price! This package is usable in professional 3D C.A.D. applications, and this ad does not permit space for a fair description! Send S.A.S.E. for more info, or send check or money order to:

Elfin Magic

23 Brook Place, E. Islip, NY 11730



FOR ALL 8-BIT ATARI COMPUTERS
WITH 48K AND DISK DRIVE.
PRINTER OPTIONAL

—SOFTWARE WITH IMAGINATION—

CIRCUIT DATABASE II

This is an enhanced version of the electronic circuit (SCHEMATIC) drawing program I presented in the Nov. 1984 issue of **ANALOG Computing**. This program allows easy design and editing of electronic circuits, and storage of up to 60 complete, labeled diagrams on a single side of a disk! This new version includes several added circuit symbols, plus a special "TEXT TO HI-RES" converter, which produces neat, *vertical* printouts on *any* dot-matrix graphics printer having a vertical printhead. The editor is so friendly, you can almost draw your circuits on screen faster than you could scribble them out with pencil and paper. And, it's written in plain, listable Atari BASIC, with full documentation on all machine language routines (USR calls), so you can use them in your own programs. CIRCUIT DATABASE II is a must for anyone concerned with the electronics field, from weekend hobbyist to professional. In fact, in today's world of fast-moving technology, it is almost unthinkable that you (or your children) will never be exposed to electronic circuits in some form. Now, you can be ready—and at a price you can't resist.

ONLY **$12.95!** OR SEND S.A.S.E. FOR MORE INFO AND SAMPLE PRINTOUTS!

LIAUG

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1/4 Page..................................	10.00
1/2 Page................................	20.00
Full Page..	30.00

Rates are per issue - camera ready copy only Consecutive ads placed at the same time receive a 10% discount per issue with a 30% maximum. Send ads to our regular mailing address

Directions to the library: *From the Long Island Expressway:* Take exit 58 North (Old Nichols Road). continue north for approximately two miles and make a left (west) turn onto Smithtown Blvd. Continue west for 1 1/2 miles to the Nesconset Plaza on the right hand side of the road. The library is located in the west end of the plaza.

From The Northern State Parkway: Take the Northern to the end where it continues east as Veterans Memorial/Nesconset Highway (routes 347/454). Go east approximately two miles and take the left fork (347). Continue for another three miles to Terry Road. Make a right turn onto Terry Road and take the left fork (approximately 3/4 mile) onto Smithtown Blvd. The library will be in the Nesconset Plaza on the left hand side approximately one mile from the fork. Meetings are open to all those interested at no charge. The meetings begin at 12:00 p.m. in the library 's community room and end at 4:00 p.m.

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8 Bit Program Manager....................	Pat Mulvey
16 Bit Program Manager	Terrence Madden

Club Meetings

The Long Island Atari User Group Meets once a month at the Nesconset branch of the Smithtown Library. Membership dues are $20 per year and entitles you to receive the newsletter.

The newsletter is currently being produced on a Mega2 with 4mbytes memory and a 20mbyte hard drive. Software is Timeworks Desktop Publisherand printer is HP Deskjet Plus.

If you have any questions or comments about The Lighthouse or LIAUG, please write to our mailing address or post on our BBS.

Our address is:

LIAUG
P.O. Box 92 Islip NY 11751

Our BBS number is: (516) 221-8462

If no answer call: (516) 221-2964 and leave a message.



MINI MIDI LESSONS

Continued from December issue

By Morris G. Miller

Sampler - A type of sound generator which stores an actual sample of the voice, taken with a microphone. The digitized sound, when played, is reconstructed to the frequency of the desired note using the original sound parameters as closely as it can. See also, Sound generation.

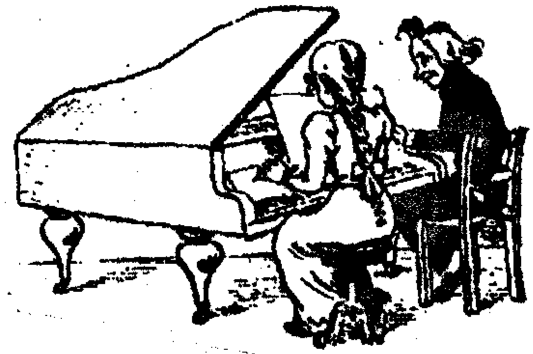
Scale (musical) - The contemporary scale of today is the division of one octave into the 12 harmonically related intervals called half tones (half steps) and the formation of harmonic intervals (notes played simultaneously) we find pleasing to the ear. Music theory has defined certain of these intervals acceptable to the ear in melodic interval (played one after the other). See also, Octave, Scale.

Score - The printed, graphical, notation of the music performance. The score gives information on the scale in root, all the individual notes to be sounded, tempo and timing of all notes, composer's comments on force and mood of the performance, and just about anything else necessary to reproduce the sounds of the performance.

Scorer - A module or program to print the score of a musical performance held by the sequence editor in MIDI form.

Semitone - The smallest interval of the musical, or chromatic, scale. Also called the half-step. The major and minor scales are actually composed of seven of these notes in combinations of steps and half-steps (dual semitones and semitones). All of the semitones are available to the composer by use of markings in sharps and flats symbols to raise or lower by one halftone the normally occurring note of the root scale. See also, Scale.





SEMPTE - An acronym for the Society of Motion Picture and Television Engineers. A timing standard, similar to MIDI, based on the framing of television and motion picture video information.

Sequencer - The computer program for recording, editing and replay of a musical performance. See also, Editor.

Serial - Data sent bit-by-bit, one after the other.

Sound generation - The production of (musical) sounds by any of a number of digital electronic processes. Sometimes simply called "sound synthesis", as in "synthesizer". There are a number of ways to produce musical sounds today, other than sound synthesis. The most common is digital sound sampling (see Samplers). Other manufacturers may use pulse modulation techniques, harmonic mixing and filtering techniques, or any of a number of other procedures, sometimes in blended combinations.

Staff - The five lines and enclosed spaces of common musical notation. When given a tonal range by the clef symbol, each note position then has a definite tone name and frequency.

Step entry - A procedure where notes may be entered by the keyboard one note (or combination of notes) at a time, rather than by continuous playing. Not all sequencers permit step entry. See also, Real time entry.

Stereo - All the sound coming out for both ears at the same time.

Sustain - To cause a note to continue sounding beyond note off, or to increase the time in which it decays. Normally accomplished with a foot switch during performance, but may be edited in the sequence editor, as well. This effect must be programmed into the voice when created in the synthesizer.

To be continued

Bit Byter News from News Letter on Disk # 22

Translated by Horst A. Dewitz International Correspondent for ABBUC e. V., Ol' Hackers Inc. and Liaug.

Hello Bit Byters.

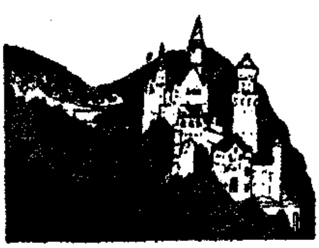
This quarter is almost over and it is time for the news magazine. Many questions concern future dates for our magazines; they are: number 23 should be ready for our annual meeting. "Sondermagazin" number 8 will be ready in December.

MEMBERSHIP: At present we are 720 members strong. Many new members are from the DDR (former East Germany, HAD.) and from the Netherlands. Again welcome to all you "Newcomers".

FLOPPY-REPAIR SERVICE: News of only local interest (HAD)

PAGE 6 - It's available again! Under the name of "NEW ATARI USER". An almost 100% 8-bit magazine from England. The August/September issue had 74 pages, 54 of which dealt with 8 bit material. The rest was for the ST. This magazine is published bi-monthly at a price of 1.75 British Pounds. Subscription is 15.00 pounds, 32 pounds with disk. Order from: PAGE 6 P.O. Box 54 Stafford, ST16 1DR England (I am unable to furnish Dollar prices for this magazine. I suggest writing to them for quotes. Horst A Dewitz)

MINI OFFICE II - Again and again we are asked about this excellent program. Sorry to say there is no vendor in all of Germany handling this program. However above mentioned PAGE 6 has it, 14.95 pounds will get it for you. A German translation of the manual is available from Bit Byter Walter Lojek, Hausener Strasse 19, 5204 Lohmar, Germany.



Germany



ANNUAL MEETING - Our annual meeting takes place on November 24, 1990. Written invitations should reach you by the middle of October.

REGIONAL MEETINGS - (These are of local interest only, however I will list the towns where they take place, HAD.)

Worms Wuerzburg Stuttgart Wendlingen Wittelsweiler Halle Wolfen Magdeburg

International contacts::

Peter KleijwegtHoevenstraat 115 5712 LB Someren Netherlands

Joseph Kennedy 126 JupiterStreet Clark, NJ 07066

Horst A. Dewitz 1653 Wesley Avenue North Merrick, NY 11566 U S A

QUO VADIS ATARI - An article in the Southern Nevada Atari Computer Club (SNACC) quotes Bob Brodie, Users Group Coordinator for Atari, saying that the ATARI CORP. will not produce the 130 XE and the XE machine anymore. Reason: a XE system with double sided disk drive is more expensive than an ST with equal configuration. (Comment: When is an ST more expensive than an PC?

Wolfgang)

DONATION 1- The publishing house of Werner Raetz donated 10 programs to ABBUC; S.A.M., Rubber Ball, Disk Link #6, Taipei, Quick, to mention some. We like to thank Mr. Raetz again for his kindness.

DONATION 2 - The firm of Peter Klaus donated two Mini-Speedy 2, to be used as prize for future contests. Here again thank you.

I.C.D. - After many phone calls and numerous letters I finally received confirmation from Mr. Labude, I.C.D. Europa GMBH (9/24/90), that all hard- and software distributed in the US by I.C.D., will be made available in Germany as well. Sorry, further details as to price and dates of availability are not ready yet. I hope to have more on this in our next magazine.



CONTESTS: The threat to stop the "Best Program" contest awakened many Bit Byters. Never before did we have such a participation. Here is your selection:

1) HUSA.COM 2) SOUND.OBJ and ALFREDEN.BAS 3) BASDOS.TUR Winner # 1 Miroslav Bernaski received the programming language 'QUICK' Winner # 2. Ingo Hehring Christian Duesterhoeft received the game RUBBER BALL. Winner # 3 Michael Brinkmann received a book "Evolution of the Computer". Consolation prizes went to: Christoph Stahl Volker Matzat & Hans Peter Schulz. They received the program TAIPEI.

Title picture winner was Karl Pelzer. He received Kyan Pascal. He was the only submission, sorry to say, leaving many prizes behind that could have been awarded.

Keep in mind that all contests are still on: Title picture for # 23, Best program selection, Mind teasers.

I hope that I did not miss anything important and hope to see you at the annual meeting.

Much fun with your magazine,

Wolfgang. .



Bit Byter Program Descriptions, Disk # 22

Translated by Horst A. Dewitz

International Correspondent for ABBUC e.V., Ol' Hackers Inc., LIAUG.

SIDE 1

DOS.SYS

DUP.SYS —> ABBUC DOS 2.5 in color

AUTORUN.SY —> Loads title pic

TITEL.BAS/PICTURE —> Winning title pic by Karl Pelzer

LESER.BAS

WARP.OBJ

INFO.TXT etc —> Text loader program for all .TXT files on this disk. Output to Screen or Printer, by M. Reichl. Klaus Zettl improved program, only starting letter needs to be pressed.

LESER.COM —> Multitasking program by Matthias Drees, part 4 of the multitasking series.

SIDE 2

DOS.SYS

DUP.SYS —> DOS 2.5

AUTORUN.SYS —> Load the menu

MENUE.BAS —> Program loader by Thorsten Luehn

KEYSAVE.BAS —> Program from disk # 21, now without bug, copy to magazine disk # 21.

TUDIMA.FNT —> Font set for DISKMAP.CTB on disk # 21, was left of by accident (MEA CULPA)

MOSDOS.COM —> Mouse operating system for the ST mouse by Rudy Haegeman, Belgium. Copy as AUTO-RUN.SYS to another disk. Explanation is found in the .TXT files.

DIGIMOS.COM —> Demo for the MOUSE OPERATING SYSTEM by Rudy Haegeman. Copy to the above disk (AUTORUN.SYS disk). Boot disk, then use function 'L' to load from DOS. Mouse must bein port 2. Select 'FILELA-DEN' and the 'TEST.SPL'. A small digitized sound to play with is the object.

ASKURS1.COM —> Assembling language lesson for beginners by Yyes Fichtel. Please boot side 2 with OPTION and load with 'L' function.

KNOBELEI.TUR —> (load with TURBO BASIC) Solution to the Scale puzzle, by Klaus Zettl.

SCROLL.TUR —> (load with TURBO BASIC) by Karl Pelzer

Hello Bit Byter. Many of us, ignorant of assembly language, often wondered why can't we program soft scrolling into BASIC programs. No, not in BASIC, but in TURBO BASIC!!! And all that free of screen flicker! Reason: the speed of TURBO BASIC and the >PAUSE< command in TURBO BASIC. The >PAUSE< command is small and insignificant, but rather productive, that is, it divides the pauses into 60th of a second. (50th in Europe). (But hello, sounds like memories of Timer and VBI).

Inserting >PAUSE< 0 before a command dealing with graphics (no difference if POKE or PLOT...) causes execution before the screen is written to, result: no flicker. This fact is useful for softscrolling.

SCROLL.TUR is a demo utilizing the >PAUSE< command by scrolling one line. I have scrolled several lines successfully, how many more depends on if you program just for scrolling or if any other calls are made to the program.

My RAYTRACING-ANIMATION PD-Demo also used the >PAUSE< command for clean animation. I request from all you readers that you experiment with the PAUSE-Function. Maybe someone will find more applications. Karl Pelzer.

SHOTCOPY.TUR —> (load with TURBO BASIC) copy program by Matthias Drees. The three line copy program can copy even long files on a single drive from one disk to another. After starting the program provide the filename to be copied, you are then asked for the source disk. Requests for source and target disks are answered by pressing >RETURN< until the process is finished.

Remember to renew your membership in LIAUG



CIS.BAS/CIS.HPT —> A Hackers Game by Thorsten Goericke. Attention: theprogram needs 20 empty sectors, it writes several files. Please copy program to a blank formated disk.

STEUER2.BAS —> Tax program by Ralf Holthausen, addition to part 1 from disk # 18 (Only useful in Germany, HAD.)

PHARAO.BAS/PHARAO.COM —> Graphic/Sound demo from Poland, our Bit Byters OUR SOFT - use HELP/START/SELECT and OPTION keys for a nice effect.

ADM.BAS/ADM.COM —> Atari Drum Machine, also from Poland. Program starts with a demo which can be stopped with any key press. (Sorry to say that I am not a musician and I cannot provide directions or help for this program. So, please, any music experts out there write directions and mail them as text file to Club Headquarters. Maybe we could publish such directions in the next magazine. Wolfgang)

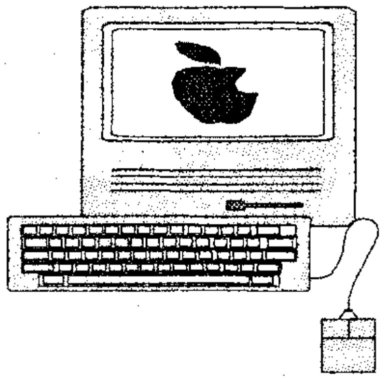


You Think Atari Owners Have Problems?

by Rich Deen (SPACE)

The following quotes are taken from InCider magazine, a publication for Apple computer owners. These quotes are taken from the column called Stattus Report, written by Paul Statt. His article "High-Rent District" appeared in the December '89 issue of InCider.

Discussing the burning question of "Why do Apple computers cost so much?" Mr. Statt makes the following statements:



"Apple could truly build a computer for the rest of us, and could make lots of money selling lots of computers, but that kind of logic is too simple for today's business."

Sounds like Atari's ST laptop. If it was out and coupled with a Spectre GCR, they could sell a MAC laptop at a third of what Apple intends to charge. Geez, where is it?

"Apple sells computers at the highest price the market will bear. Wall Street loves it. You pay for it." (Apple users complaining?)

"Apple started with a vision — personal computing — that looks more like a hallucination today."

Just a few thoughts to ponder on.

D C Utilities

by Bill Pike (PAC)

($29.95) From Double Click Software:

Software loaned by IB Computers

Double Click Software has released its first commercial set of utilities, in the past they have released a number of extremely good utilities as shareware and freeware. Among these are DC Formatter, a excellent disk formatting and copy program.

The new release contains: **DC Squish** (a executable file compression program), **DC Deskey 2.0** (allows you to create "Hot Keys for most programs that have a GEM [Desktop style] interface), **DC Extract** (a accessory for fast extraction of arced files), **DC RamIt** (a ramdisk that includes the ability to load from and save itself to a file), **DC Desk Organizer** (allows you to create several DIFFERENT desktops and load each in as a program), **DC Sea** (changes a ARCed file to a self-extracting file).

DC Squish will take a executable file(.PRG,.TTP,.TOS,.ACC extenders) and compress the file so it uses less disk space.

This is quite good for those who are working from floppy disk or have filled up their hard-drive booter partition. The fast load option for TOS 1.4 is implemented as well as being able to reserve extra memory for program workspace.

The compressed program/file can be run just like a normal program. It does take a very small amount longer to load as the program has to Un-Squish itself and then run, actually this time can be more than made up with the fast load feature. The Squishing takes much longer than the automatic Un-Squishing. Squish adds the Un-Squish routine to the beginning of the file after it has compressed the file. If the file created isn't smaller than the original file the program tells you so and aborts telling you to use the original program/accessory.

You can also Un-Squish files back to the original. There is one problem with Squishing files, if the program writes back to itself (writes its own configuration back to itself for saves information to itself) the program will be unable to do this and could mess up the Squished file in trying. This is the same for any type of program that modifies a compressed program file. This type of program should NOT be compressed. There is a little section in the Read.Me file on the disk that tells you not to give Squished program files to

☞

your friends. Get Real!

DCExtract is a very no frills ARC extraction program. You can test, list, or extract the arc file, that is all.

Deskey allows you to create your own HOT KEYS to use within programs that use GEM drop down menus. In other words if you have a program that uses the drop down menus you can call the functions you wish from the keyboard without having to use the mouse. This is nice for word processors, spreadsheets, databases, and just about anything else. You have replaced the mouse function with a keyboard. You can also use the mouse for any other selections that you haven't programmed or use both as you wish.

DCRamit is a fast ram disk that can be configured to EXACTLY look like a disk drive to the computer. It can also copy itself entirely to a file. This is nice as you can SAVE and LOAD the ramdisk from a floppy at boot time. The Ramdisk is Warm-Start proof, if you push the reset button the ramdisk and its contents are still there. However a Cold-Reset, such as is available from TOS 1.4 will still kill it.

DC Desk Organizer allows you to have a number of desktops available. No this doesn't mean that you can load in a different set of accessories. You can change the appearance, layout, of the desk top while the computer is running to make the desktop easier to work with.

DCSea is a program that makes a self-extracting ARC from a arced file. Basically this lets you make an ARCed file that, when you click on it, will extract itself back to the original (un-Arced) file. You don't have to have a arc extraction program loaded in to the computer.

The documentation is quite good with lots of example screens, so you can see what is being talked about. The writing is clear and concise. There are no surprises! Double Click has a reputation for very good software and this disk is no exception.

Many of the same types of programs are available share-ware. However the cost of the share-ware fees would be more than the cost of this disk. If you have a User-Group available similar programs are available but you might have to purchase several disks to get them all and still have the same or greater price. Besides if you purchase the program you get a cute little clicker with their name on it.

Double Click Software P.O. Box 741206 Houston, Texas 77274 BBS (713) 944-0108

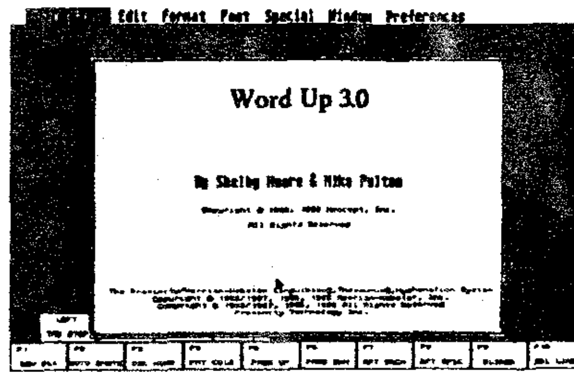
Double Click Software

WORDUP 3 reviewed

by Bill Pike (PAC)

review copy loaned by IB Computers

There have been a number of WYSIWYG (What You See Is What You Get) word processors developed for the Atari ST computer system. They have run the gamut from OK to junk. Word Up was originally introduced in 1988 to mixed reviews. It had some good points and some bad, anyhow nothing exciting but nothing particularly bad either. Well, Neocept has now released Word Up 3.



Word Up 3 is a GDOS based word processor/document editor (I recommend the purchase and usage of the program [G Plus +]) instead of using the supplied version of GDOS)

In other word this program is a cross between a word processor such as 1st Word and a type setter like PageStream, this is called a document processor. Word Up is a highly flexible document processor that compares very favorably with Word Perfect (which costs several times as much and is much more difficult to use).

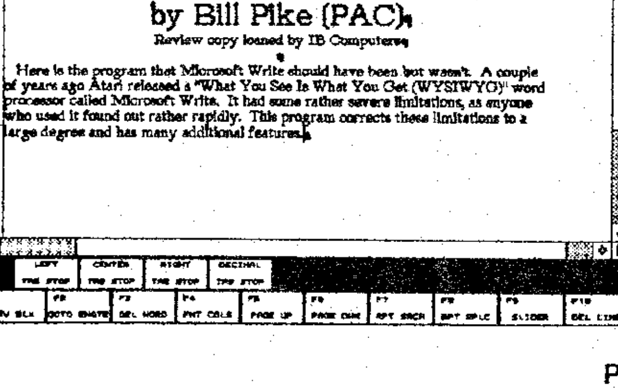
The features of Word Up 3 are: Automatic installation of the program, Auto-Hyphenation, Thesaurus (with selection by usage, [with additional dictionary/thesaurus disk more synonyms, plus antonyms and homonyms]) spell checking in three modes with suggested spellings including phonetic misspellings. Columns can vary in number, location, and size on the same page or on various pages; lines and/or boxes for columns and between columns, automatic end-notes, 8 different attributes for each font, 9 different font styles including Math Symbols and accented letters 6 to 96 point in size (GDOS mode, the program interpolates point sizes other than those supplied), relative ease of installation of other

GDOS fonts, Pica/Elite/Compressed (10,12,15 cpi) in text mode, imports ASCII/1st Word/1st Word +/Word Writer text files, imports GEM / IMG / DEGAS / DEGAS ELITE / NEOCHROME picture formats with automatic text flow, exports ASCII/1st Word/1st Word +/Word Writer text files, printing on any printer (they will make you a printer driver free if your printer is one of the few not covered by the program), automatic insertion of date/time/page number at any point or points in the document, Master Pages with independent odd/even/all headers and footers, Mail Merge with its own or many existing database programs (uses delineated ASCII files). There is also a page view feature that lets you see what the finished or partially finished page will look like. Included is a feature to go back to the last version of the document that you had saved (Yes, you will lose all that you had done, but it is much better than nothing).

This program is very extensive in what it can perform so I will be unable (due to space limitations) to really cover all the features. I will, however, touch on all the high points and hopeto cover the others as best I can.

First, the program will run, in an abbreviated version, on a stock 520ST with a single-sided drive; be prepared for disk swapping. The program loads in functions depending on memory size and disk types (single or double sided, it appears not to look for drive B); in other words if you have a stock 520 you will have the basic program and that is about it. Additional memory will give you resident spelling check, auto-hyphenation and the thesaurus. By the way the manual suggests the purchase of, from Neocept, an additional dictionary and thesaurus for $15; I agree.

One caution: when you cut and paste between documents, having more than one document open at a time and cutting from one and pasting to another, the document slider bar (right hand side of display) gets confused. Just press Function Key 9 and it will be updated.



All but a very few functions of the program are available from the GEM bar as well as by using HotKey combinations and function keys. However, some of the HotKey combinations are <ALT> and <CTRL> plus a third key as well as <L Shift>, <Shift>, or <R Shift> plus <CTRL> or <ALT> plus a key. This is getting to be almost as complex as Word Perfect to run. Well, the more features that you have, the more unusual key combinations you need to use to access them. Let me say that the program is much easier to run than Word Perfect. The dropdown menus also have the hotkey equivalents listed next to the functions so I/you can remember them sooner or later.

The install program takes a look at the system and configures itself appropriately. It would be nice if you could specify what you wanted and what you didn't as well as the size of the various buffers (part of this can be done with a disk editor, if you really know what you are doing; the instructions are given in one of the appendices of the manual). Oh, Well!

Did I say that this program sucks up memory? Well if I didn't it does. With a 1040 machine you have a little over 300k of memory for documents. The files occupy a little better then 1.6 megabytes of hard disk space. The .PRG file is over 200k long by itself. Yes, you can work on up to 4 documents at a time, if they will all fit in the 300k+ memory limitation. The program also changes depending on the monitor you use when you run the install program, I highly recommend using a monochrome monitor.

The typefaces of the GDOS mode (graphics mode that is slower than molasses in Antarctica in the winter) include: Sans, Serif, Typed, Book Serif, Book Sans, Corporate, Distinctive (cursive font), Large Math Symbols, and Small Math Symbols. Also supported are accented letters that are found in non-english words. The math symbols are a godsend to those who need to include them in a document; you won't have to type the documentthen draw in the symbols. The accented characters can be accessed via the Extended Mode and Accented Mode functions; also some hotkey combinations (<ALT><CTRL>+character). You need to go the keyboard section of the manual for thisinformation.

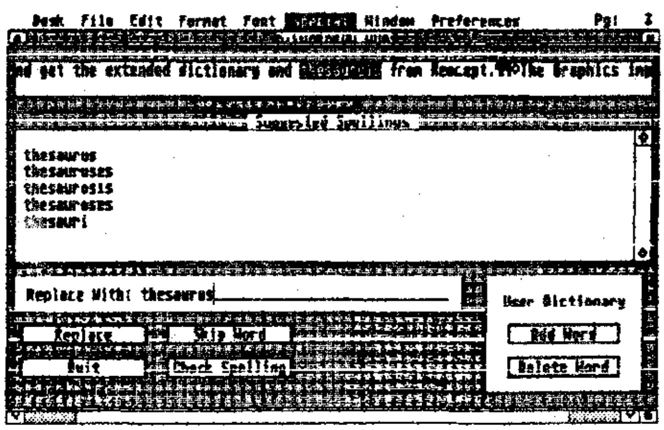
Text mode consists of the characters that your printer can print in non-graphics mode (most include accented characters as well as other characters). This mode proceeds at the best speed your printer is capable of. However, you don't have the option of the font sets. But you do have the option of 10, 12, or 15 cpi; the printer driver file takes care of this.

The manual is very well written and covers just about anything you could think to ask about. There is also a section on how to obtain help from Neocept as well as a

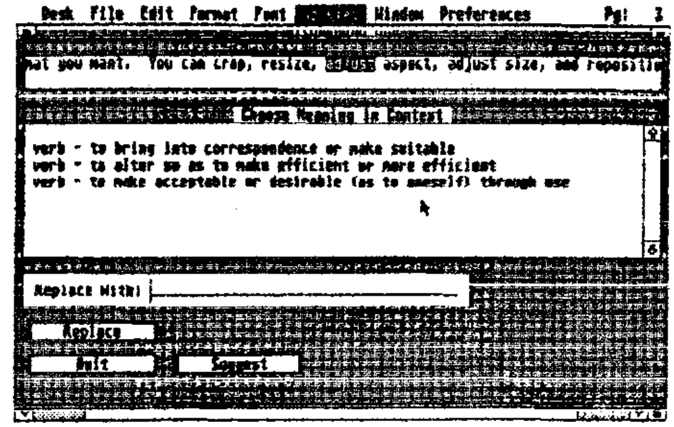
short list of common problems and how to solve them. There is one glaring lack and that is in using the Extended and Accented characters as well as the Math Symbol characters. The key equivalents are on 5 pages buried in the middle of the manual. Couldn't they have been on heavier stock on separate pages in the front of the manual or how about a template such as those for Word Perfect?

Headers and footers are handled by Master Pages. For those not familiar with the Master Page concept, a Master Page has information on it that is repeated on all pages of the document. This information might be line numbers, headers, footers, dates, page numbers, etc. Word Up allows for different combinations of these to be used on odd or even numbered pages or on all pages.

You can also draw lines or boxes around sections of text or graphics, or anywhere on the page. You can select the size of the lines, within reason. However, you are limited to bottom, top, left, and right for rules but you can specify the amount the text is displaced from the line.



The spell checker works on phonetic as well as missing or transposed letter misspellings. It works very well. The checker, however, cannot be set to either automatically show the suggested corrections or cause you to use a hotkey. You must use either the Gem Bar or a Hot Key. I have used both types and inevitably I find myself wishing for the opposite type. This program requires you to use either the Gem Menu bar or a hotkey combination to access the suggested spellings list. One nice feature is that the program gives you a suggested list and makes the most likely spelling available to you as a default. Just hit the <Return Key>. You also

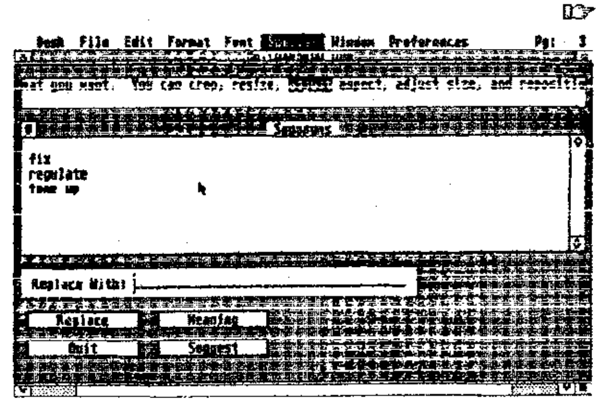


have the ability to add or delete words from the dictionary. If the word closest to the cursor is correctly spelled then the default is to exit from the spell checker back to the main text screen. Also, the line of text containing the word that is being checked is shown at the top of the spell check with the word in inverse video.

The Thesaurus is very interesting. When you ask for a word it first requests the usage of the alternate word, then gives youa listing of suggested words that fit the bill. It will also suggest a word from its list for you if you ask. If you don't see quite what you want you can always go back and retry the word with another usage. Optionally, you can dig out your dictionary and thesaurus, finding the word yourself.

I know I am repeating myself but I really suggest that you spend the extra $15 and get the extended dictionary and thesaurus from Neocept.

The Graphics import function is great. You can import just about any type of graphic format you want. You can crop, resize, adjust aspect, adjust size, and reposition the graphic on your document. Text (automatically) flows around the graphic. One thing to remember is that the upper left corner of the graphic is set by the current cursor position; if the cursor is at the end of a line part of the graphic will be off



LIAUG 1991 Meeting Dates

Jan 5	July 6
Feb 2	Aug 3
Mar 2	Sept 7
Apr 6	Oct 5
May 4	Nov 2
June 1	Dec 7

NEW

☆ 16 bit Public Domain and Shareware software ☆

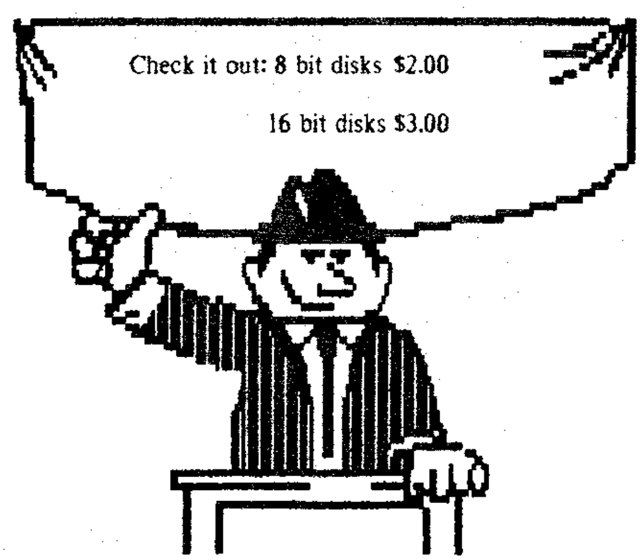
Check with the ST Librarian for new PD and Shareware programs in the club library.

ANNOUNCING

☆ 8bit Public Domain Disks ☆

Please see our 8-bit librarian, George Leek, for the latest listing of PD disks. We are constantly adding new items to the library.

Check with our 8-bit librarian for new PD disks in the club library.



screen and that is the part that you need to get to for size adjustment.

The mail merge is a little tricky; as with most word processor programs, there is a rudimentary data base available. You can also import delineated ASCII format files from most database programs.

Word Up will not handle footnotes. However, the program handles end-notes very well. You can have the end-notes set in a different size type than the body typeface. End-notes may be assigned by number, letter, or word for reference to the end-note. Numbering is automatic; the others you will need to diddle a little to get.

I would consider this program to be a must have for anyone who is involved in preparing documents for professional or public use. The output of the program is much better looking than a flat word processor and you don't have the bother of importing your text from a word processor into a typesetter. The program will work, with limitations, with Ultra-Script (the type faces are replaced with Ultra-Script typefaces).

Some welcome additions would be an indicator on the left display bar to show just how far you are down a page and a display to show if you are in <Caps Lock> or not. The manual should have the sections for the keyboard on much stiffer paper that could be put in the front of the manual for easy reference or maybe a template for the keyboard. Anyhow, some way to show you which letters are what. Also, using the <UNDO> key to restore the last delete operation and maybe the <ALT><UNDO> combination to restore to the last version saved would also be very welcome.

Word Up 3

Neocept Corp.

$89.95



Turbo-816 Info #7

Chuck Steinman (DataQue)

Dual Memory Usage in Applications

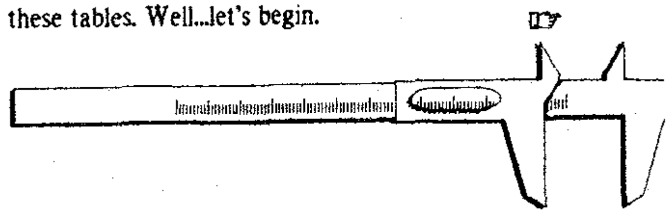
This article will present one way to set up a program to run under the Turbo-OS, yet still be compatible with the Atari XL/XE operating system. It is assumed that the reader has some knowledge of programming at the assembly language level and is familiar with the previous article #6 (see the December '89 issue of AIM). This installment will concentrate on memory use decisions.

Last month, the program fragment presented determined the type and amount of available RAM. There were two significant variables which were set by that program to make later RAM accesses easier in applications where both standard and expanded RAM may be used.

The first, was the three byte pointer, BASEBYTE. This pointer is used to indicate where the base of user RAM resides. Since we want to make our application work in both the stock 6502 units and the Turbo-816, we must be very careful of what instructions are used. It is very easy to accidentally slip in a 65816 instruction, which would cause a real problem for the 6502.

The second variable was a flag called EXPANDED. This flag is set to zero to indicate there is no expanded RAM and some negative number if expanded memory does exist. We will modify last month's program just after the label NO_ERROR, to store $FF into EXPANDED. This will allow us to use the bit instruction to test what memory to use in our program. Note that $FF is already loaded into the accumulator, so all we have to add is the one line 'STA EXPANDED'.

The first thing we may want to do is initialize the RAM with the information expected as the defaults. In our little mini-application, let's say we have several tables which need to be initialized. To fall back to Turbo-Calc as a reference, we will need a 128-byte table for the cell width, and a 384-byte table for the row pointers. Another table will be initialized, which will contain the cell data. To simplify later coding, we will keep pointers to the beginning of each of these tables. Well...let's begin.



```
; new definitions: note: order is important, due to byt/pag offsets
widvec dsb 3 ; width pointer
bytvec dsb 3 ; row address pointer
pagvec dsb 3 ; row bank pointer
bnkvec dsb 3 ; row bank pointer
celvec dsb 3 ; temp cell pointer
; mini-memory map:
; .----------------------------------.
; widvec ----> | 128 byte table (width of column) |
; |----------------------------------|
; bytvec ----> | 128 byte table (lsb of data vec) |
; |----------------------------------|
; pagvec ----> | 128 byte table (msb of data vec) |
; |----------------------------------|
; bnkvec ----> | 128 byte table (cell data banks) |
; |----------------------------------|
; celvec ----> | variable length cell data block |
; '----------------------------------'
; offset tables to simplify initialization
bytoff dcb $00,$80,$00,$80,$00
pagoff dcb $00,$00,$01,$01,$02
initialize jsr initialization ; run last month's code
ldx #$00
loop1 lda basebyte ; byte of memory pointer
clc
adc bytoff,x
sta widvec,x
inx
lda basebyte ; page of memory pointer
adc pagoff,x
sta widvec,x
inx
lda basebyte ; bank of memory pointer
adc #$00
sta widvec,x
inx
cpx #$0f
bcc loop1
ldy #$7f ; fill the width table
lda #$08 ; set out default width to 8 characters
bit expanded
bpl nexp1
nat ; go into the native CPU mode
exp1 sta [widvec],y ; use long indirect access
dey
bpl exp1
iny ; now zero
fill1 lda #$ff
sta [celvec] ; set end of row flag
lda celvec
sta [bytvec],y ; byte of row vector
lda celvec+1
sta [pagvec],y ; page of row vector
lda celvec+2
sta [bnkvec],y ; bank of row vector
inc celvec
bne noadj4
inc celvec+1 ; move to next (now empty) row
bne noadj4
inc celvec+2
noadj4 iny
bpl fill1
emu ; and back to the 6502 emulation mode
bra cont1
nexp1 sta (widvec),y ; non t816 executes this
dey
bpl nexp1
iny ; back to zero
fill2 lda #$ff
```

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BASIC	718-833-0828

```
sta (widvec),y
lda celvec
sta (bytvec),y ; byte of row vector
lda celvec+1
sta (pagvec),y ; page of row vector
inc celvec
bne noadj5
inc celvec+1 ; set pointer to next row
noadj5 iny
bpl fill2 ; note: no need to modify bank vectors
cont1 rts ; that's all!
```







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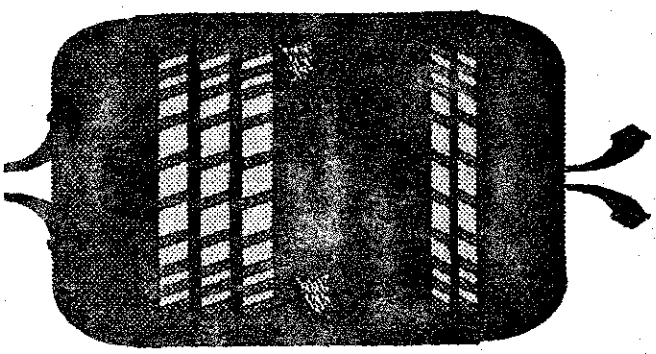
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Memory: ________ K Cassette: ________ Disk drives ________

Modem: ________ Interface: ________ Printer: ________

Other ____

What languages are you familiar with? ______________________

____

In what areas would you like to learn more about your computer system? ______________________

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In what areas would you like to learn more about your computer system? __________

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